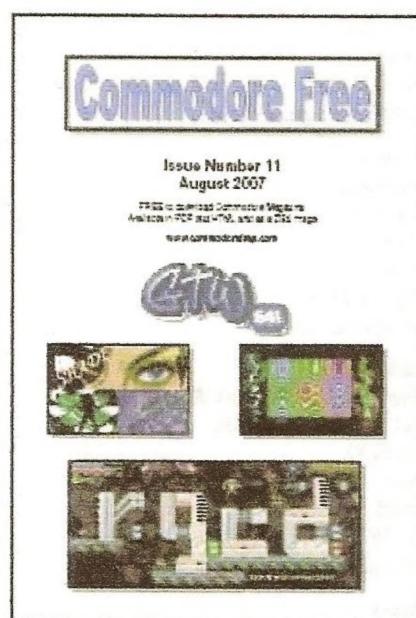
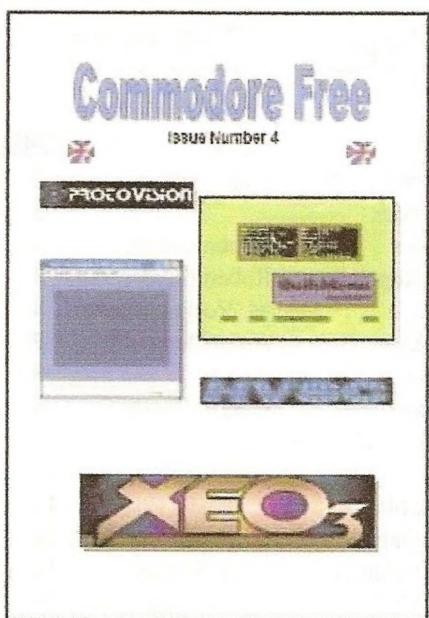
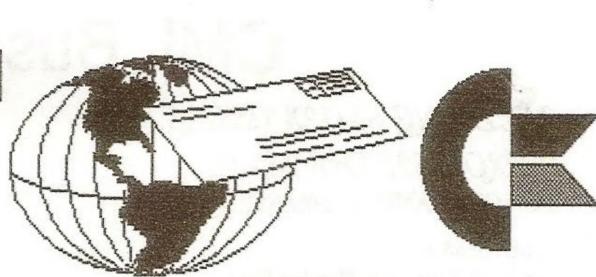


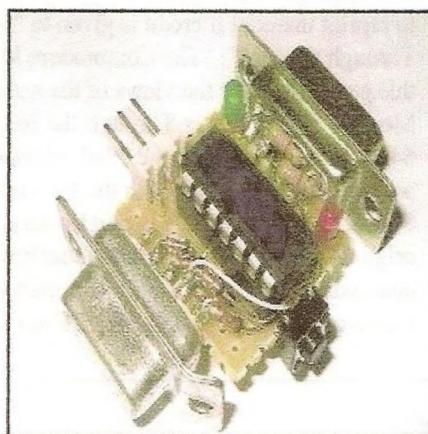
COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL

September 2008



commodore computer club



CML Business Page

*MEETING 64/128 USERS
THROUGH THE MAIL
OFFICERS AND ADDRESSES*

Robert Snyder,
President, Treasurer, Member Bio's,
CML Managing Editor
P.O. Box 64
Metamora, OH
43540-0064
Ph. (419) 822-4879
arsnyder92@netscape.net

Linda Tanner
Vice-President
RRI, Box 120T
Black, MO
63625-9702
Ph. (573) 269-4415
linda2linda@yahoo.com

Richard Savoy
Publisher/Mailer of MaiLink &
Editor of Yellow Pages index
250 West St #9
Ware, MA
01082-9783
Ph. (413) 967-3023
rsavoy5578@comcast.net

Ken Barsky
MaiLink on Disk Editor
100-28 Benchley Pl.
New York, NY
10475-3302
kbarsky@msn.com

PLEASE NOTE

All articles in this issue are continuous,
meaning that they flow from one page or column
to the next. The end of an article will be marked
with an envelope symbol like this: 

September 2008 Index

Article	Author	Page
Group Addresses and Copyright Notice		2
September Index		2
Meeting News	Robert Snyder	3
Treasurer's Report	Robert Snyder	3
GEOSGenie	Jane M. Voskamp-Jones	4
How To GoDot	Arndt Dettke	7
Editor's Desk		8
CMD For Sale	Csaba Csaszar	8
Words With Nigel Parker		9
64JPX	Nick Coplin	12
I Want My CMD		13
Connecting Online		14
New e-mail Address	Linda Tanner	14
CommVEx V4.0	Yul Haasman	15
Commodore Club (UK)	Nigel Parker	16
NetRacer		17
Nuts & Bolts	Bruce Thomas	17

COMMODORE MAILINK POLICIES

The Commodore MaiLink (CML) is published every other month by Meeting 64/128 Users Through the Mail.

Copyright 2008 by "Meeting 64/128 Users Through the Mail", (MUTTM). All rights reserved. Permission given to reprint material if credit is given to "Meeting 64/128 Users Through the Mail". The names "Meeting 64/128 Users Through the Mail", "The Commodore MaiLink", and "CML" are also copyrighted. Any and all opinions expressed in this publication are the views of the authors and in no way necessarily reflect the viewpoints, attitudes, or policies of Meeting 64/128 Users Through the Mail unless so stated or indicated. Neither Commodore MaiLink nor Meeting 64/128 Users Through the Mail advocates or condones the piracy of copyrighted software or other material. All programs published are with the permission of the author or are, to the best of our knowledge, in the public domain. Software offered for sale is said by the seller to be either public domain or, if commercial, is the original disk with the original documentation. All manuscripts, or any material for review or publication should be sent to the editor of the next issue (see 'Editor's Desk'). Commodore MaiLink reserves the right to edit submissions. Members may place free Commodore BUY, SELL, TRADE ads in the MaiLink. Send disk file or short note of ad to next editor. 

Meeting NEWS

After much discussion and some debate, it has been decided to NOT raise the price of regular membership in Meeting 64/128 Users Through the Mail for 2009. There has been a need to raise prices of some of the EXTRAS due to the postage increase. The prices will be as follows:

Regular US membership \$15.00 (no change)
Bonus Disks \$4.00
CML on Disk \$11.00

No change for out of US members. Canadian and Mexican memberships will still be \$17.00 in US funds and members getting their mailings to other countries will still cost \$25.00 in US funds.

As a regular member, you will get a 16 page newsletter in January, March, May, July, September, and November. This is reduced from the 18 pages presently. Also, in March you will receive the ONLY Bio's of the year, which include all members' names, contact information, and other information they have given us about themselves. Most of the Yellow Pages information will be included in the regular pages of our club newsletter throughout the year instead of a separate, twice a year, item. Election to get the BONUS DISKS or CML on DISK is your added choice, as in years before, and I believe they are a bargain and a good way to continue USING your commodore computer.

A new membership option this year will lower your membership costs to a low FIVE DOLLARS A YEAR! As discussed, we are offering a new Internet membership

for those members who wish to download their copies of the COMMODORE MAILLINK (CML) via Portable Document Format (PDF) files off the internet. Those members will still receive the printed Bio's via regular mail in March.

Internet members will download CML off our website in the form of a PDF file -- they will NOT get a mailed copy. Internet members could use the local library, or their own second computer consisting of a Mac or PC. The PDF readers/printers are available for free download and we should have the necessary links on our website. Please test the download version from our new website (MUTTM.com) before signing up to make sure you have no problem.

Let me also stress that ALL CONTACT INFORMATION IN THE PRINT EDITION WILL NOT BE CONTAINED ON THE WEB VERSION. This is to keep our addresses and phone numbers (if submitted) OFF the Internet and ONLY available to members through print and mailed media. That is one reason I am using PDF files instead of text files on the Internet. I think they are more secure from data-mining programs roaming around the Internet.

I hope with holding the line on membership costs and offering a new lower membership option via the Internet, we will continue to have a varied and vast membership base to communicate with. Remember, keep corresponding -- that is our club's greatest resource.

Robert Snyder

MUTTM Treasury Report by *Robert Snyder*

Not much activity for this report. As always, any questions or concerns, please contact me via the info in the Bio's or the CML Business Page.

Year 2008	July 1-July 31	Jan 1-July 31
Beginning Balance	1011.11	553.07
New Members & Donations	3.00	1583.11
Interest	0.24	1.37
Printing & Postage for CML	122.35	923.55
CML Disks	0.00	180.00
MUTTM Website	0.00	142.00
Ending Balance	892.00	892.00



GEOSGenie

by Jane M. Voskamp - Jones

Viewing Without Paint, Part One

Well, now that I have started this, it appears to me that there is so much that I have forgotten about. I will discuss all the relevant files that I can come across with the viewing paint topic, I'm just not sure that I can actually remember all of them at once. Slow and easy, and this may take quite a while.

I shall start with the 40 column programs that can be used in GEOS64 and GEOS128 {40column mode}, note that there will be one exception, and later progress to the exclusively 80 column programs designed for the GEOS128 environment.

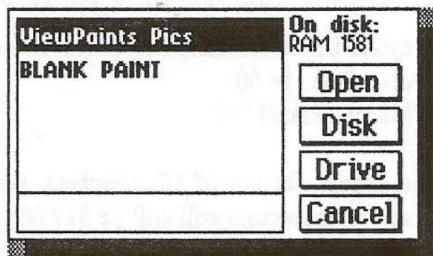
There are a few of these programs out there, I just don't know how many of today's users have actually upgraded their 16K VDC chips to 64K, to support the magnificent colour feature available in these machines. All I know is that I wouldn't be without it myself!

PaintView1.2

PaintView1.2 by Joseph P. Buckley {Red Storm}. This 40 column PD Application program allows you to view geoPaint files from outside of the geoPaint program. Double-click to start the program running and it presents you with a DBGetFiles box listing any geoPaint files on your Work disk.

The usual gadgets of Open, Disk, Drive, and Cancel are available. Select your file and click on Open. The document defaults to the top left corner, showing a full 40 column screen in the display.

If your file has colour, it will be shown, you will notice some colour jumping during scrolling. This is a VIC-II 6567 chip colour registers phenomenon that there is no avoiding {for more information refer to the sections on the "VIC-II Chip 40 Columns" in "The HandBooks of the Commodore 64 & 128"}. {**}

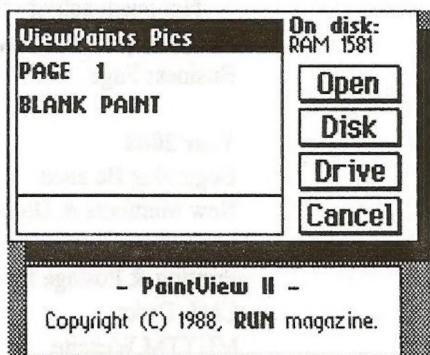


Of course, your geoPaint file is 80 columns wide though. Move the on screen pointer to scroll through your document, left, right, up, or down. When ready, click once to exit back to the DBGetFiles box. The program is reasonably responsive to the four main directions of scrolling. When finished, click the Cancel gadget to exit to the Exit/Author option. Exit of course, takes you back to the Desktop.

PaintView2+

PaintView 2+ by Joseph P. Buckley, and originally published on the RUN Power Pak 1988 issue. This upgraded 40 column PD Application program again allows you to view geoPaint files from outside of the geoPaint program. If I recall correctly the + on the end of the filename is due to a bug correction which was published in the GeoWorld Magazine somewhere, but I can't remember where for certain now though.

Double-click to start the program. A DBGetFiles box is displayed listing all the geoPaint files on the current disk. The usual gadgets are present, Open, Disk, Drive, and Cancel. Select your file to view, and click Open.



GEOSGenie (continued from page 4)

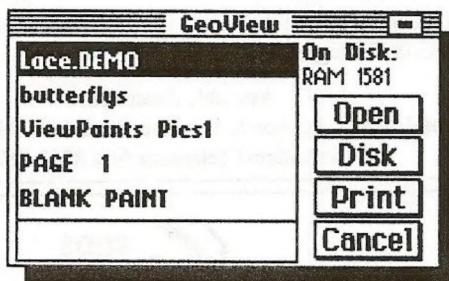
The display defaults to the top left corner of the file showing a full 40 column screen width display, again you must scroll using the pointer to view the portions of the file that you cannot yet see. Colour is also supported once again, if it has been used in the file.

Click to exit back to the DBox, and select another, or exit via Cancel. On Cancel an Author/Exit DBox is displayed.

GeoView1.0

GeoView1.0 by Stephen R. Bassler. This 40 column PD Application program allows you to view, scroll, and print geoPaint pictures in full screen mode, according to the program blurb.

On double-clicking to run the program, a DBGetFiles box is displayed listing the geoPaint files present. This box is slightly different to the usual one as there is an off button in the top right corner, just like the deskTop's NotePad off button feature.



Gadgets available are Disk, and after the first use, Print and Cancel. Select your file and click Open. The filename of the document being viewed is displayed in a bar across the top of the display area.

The document defaults to the top left corner, showing a full 40 column screen in the display. Scroll around your file by moving the joystick/mouse in the direction required. Again, you are only viewing a 40 column area of an 80 column document.

Click to bring back the DBGetFiles box. If your file has colour, it will be shown, and like before you will notice some colour jumping during scrolling, like the one discussed above.

The Print gadget seemed promising at first, but it resulted in only the area displayed on the screen in front of me being printed out. Oh well, not very practical!

To exit the program you must use the off button in the top right corner of the DBGetFile box. Cancel won't do it here.

To be Continued in the next Issue...
Viewing Without Paint, Part Two

Mini Competition Details, July 2008 Commodore MaiLink Newsletter, pages 5 & 6. If you can't remember the pop-quizzes that I included last newsletter, they were as follows :-

Pop-quiz 1 : Be the first one to write to me with the origin of the number shown in the calculators display!! You might just be glad that you did, as there may be something in it for you!! Possibly a HandBook.

Pop-quiz 2 : Be the first to write me with the correct full meaning of GCR, and there may be something in it for you. There might just be a HandBook coming in the mail for you soon.

We were thrilled to receive one response, by email, to the pop-quiz competitions. And who was the winner, well it went down like this :-

"Hello Jane, I just received the July MaiLink the other day and wanted to see if anyone else was paying attention. The number in the calculator {38911} is the number of BASIC Bytes free on a Commodore 64 when it is first powered on. How many other answers have you received? Thanks, Bruce Thomas."

"Hello Bruce, Congratulations, you are the first member to give me the correct answer to Pop-quiz 1 - the source for the number in the calculator {38911} - yes, it IS "the number of BASIC Bytes free on a Commodore 64 when it is first powered on". I am delighted that you not only knew the number, like so many that do see it every time they use their C64, but you actually responded.

I am sure that many members said it out loud to themselves when they first read the number, but because they all probably thought that someone else would respond, they did not bother to write to me, leaving you as **the winner**. Well done.

Here is the HandBook that you have won. I did have to pick the one that I thought would probably be the most useful to a person of your talents with GEOS and the Commodores.

I ended up choosing the one that I still refer to the most. I use it myself because the information is quite complicated, and even I forgot some of it, well okay, lots of things now. Anyway, I hope that you will find some measure of enjoyment in using the HandBook. And if not, if you would rather it be gone, raffle it off or something through the MaiLink. Honest, I don't mind. Jane."

GEOSGenie (continued from page 5)

At long last I can say "we have a winner of a HandBook." Yes, I have run this mini pop-quiz before during my many years of writing, and it has been exciting to finally have a winner.

There were no respondents for the question in Pop-quiz 2. However, the answer to Pop-quiz 2 is as follows : The full meaning of the initials GCR is Group Code Recording, which is the process used by CBM drives to record data to disks.

Not so hard really. I'm sure that all you other members just went, "gosh I knew that, I really did!" What was the prize that was on offer to be won? - it was "The HandBook of Commodore Disks" from JMV Grafix. Congratulations again Bruce.

Readers Three Wishes And All That...

General user question. "How do I get rid of a geoPaint graphic scrap from a geoWrite page?"

Jane. "A lot of GEOS users get stuck here. It is not as difficult as it seems to remove a geoPaint graphic scrap from a page in a geoWrite document. The method that I have used, many, many times, is as follows. Place the cursor on the line immediately below the scrap, and press the DEL key just once. The scrap, and it's VLIR information, will be removed from the document. For more information on VLIR storage on disk, refer to the section 'Examining GEOS Sectors' in 'The HandBook of Commodore Disks'.

But if for example, this didn't achieve what you desired, there is a program by Nate Fielder, called NoPictures from his GEOS Utilities 2.0 disk, now Public Domain, that will remove unused pictures from a geoWrite document. It can be used in conjunction with the program DeleteHFP also on the same disk. For further information refer to the section 'GEOS Utilities 2.0' in 'GEOS Unplugged I' HandBook".

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA{Business}E and I will write you back. You can even just let me know if you are enjoying the column.

GEOSGenie PO Box 635
Enfield Plaza 5085 South Australia
International Telephone 61 8 8260 4062
jmvgrafix@yahoo.com.au

{**} The World of GEOS HandBook Series {I, II, III}, The HandBooks of the Commodore 64 & 128, The HandBook of Commodore Disks, and GEOS Unplugged Series {I, II, III, IV, V} HandBooks are currently available from JMV Grafix.

The World of GEOS



HandBook © Series

The following Series of HandBooks are all still currently available. Enquire for an order form, or more details on contents. {Overseas Orders add AUD\$5.00 per book} :-

The World of GEOS HandBook I, Disk	\$15.00
The World of GEOS HandBook II	\$15.00
The World of GEOS HandBook III	\$15.00
The HandBook of Commodore Disks	\$15.00
The HandBook of the Commodore 64	\$15.00
The HandBook of the Commodore 128	\$15.00
GEOS in Review	\$10.00
GEOS UnPlugged I	\$15.00
GEOS UnPlugged II	\$15.00
GEOS UnPlugged III	\$15.00
GEOS UnPlugged IV	\$15.00
GEOS UnPlugged V	\$15.00

Available direct from :-

JMV Grafix PO Box 635 Enfield Plaza 5085 Sth Australia
International Telephone 61 8 8260 4062



UnPlugged Series ©

This first Publication of the GEOS UnPlugged Series includes many of the articles I have written as Column Editor on my column GEOSgenie {for the now 'missing' magazine of Commodore Network}.

Featuring such topics as :-

'Introduction' and 'GeoWrite Tricks'
'GeoPaint Tricks' and 'GeoPublish Tricks'
'Geos Utilities 2.0' and 'Editing Icons'
'Fonts for Geos I and 2'
'System Enhancements, Part'
'GeoPager and FontPaint' and much more.

The Publication is available folded and saddle bound to A4 size, for AUD\$15.00* {includes P&H}, from

JMV Grafix PO Box 635 Enfield Plaza 5085 Sth Australia
Cheques Payable to Jane M. Jones

*Overseas Orders add AUD\$5.00

How To GoDot

Flip&Mirror

This modifier is one of the three tools used to manipulate the direction pixels are facing (TurnClip and TurnScreen are the other two). Let us assume a C64 graphic was like a map where North is on top, South is the bottom region, East and West are right and left. Flip&Mirror is used to exchange these directions: What was North can be forced to appear in South (function Flip), and also East and West can move their homes. The images don't become turned; they just get rearranged into the other direction. Flip&Mirror either works for the whole screen or for clips. See Figure 1 with the Janus-headed Dale Sidebottom in it.

The original Dale image (Figure 2) was part of a photo from a Commodore EXPO that was loaded into GoDot at a size of about 20 by 25 cards. You load it in, render it to screen (left half), and then define a half screen clip of 20x25 (ClipWorks) at a position of column 20 (width must be also set to 20 before) which is the right half. Next, you Mirror the complete image with setting "Select Area: Full". Just click in the graphics preview window on the right to verify what has happened. You now leave Flip&Mirror. Be sure "Exec Area" in the main GoDot screen is set to "Clip" instead of "Full" and then render the image again. What was rendered the first time will stay unharmed on screen (left half, Dale looking west) and now the right half will show its new contents: Dale looking east, combining the two into the picture above (Figure 1).

When you affect the whole screen you have the option to move any clip in it to the new position. Just set "Shift ClpPos" to "yes" (Figure 3 - this is the default value).

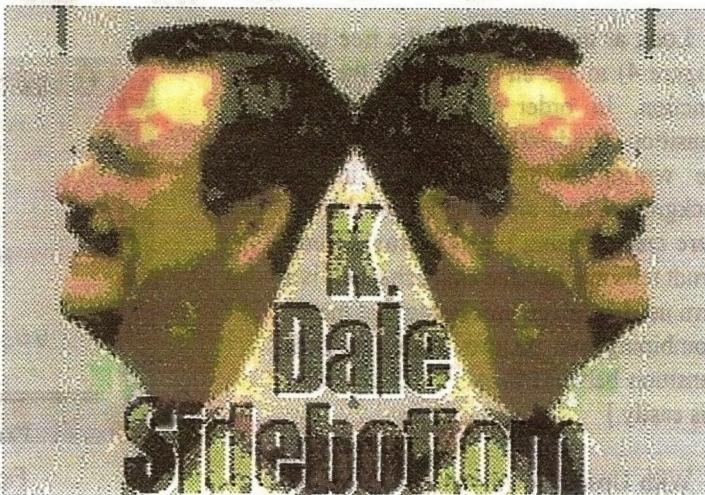


Figure 1 (above) - Dale Sidebottom as Mirrored by GoDot



Figure 2 (left) - original picture of Dale at a LUCKY EXPO

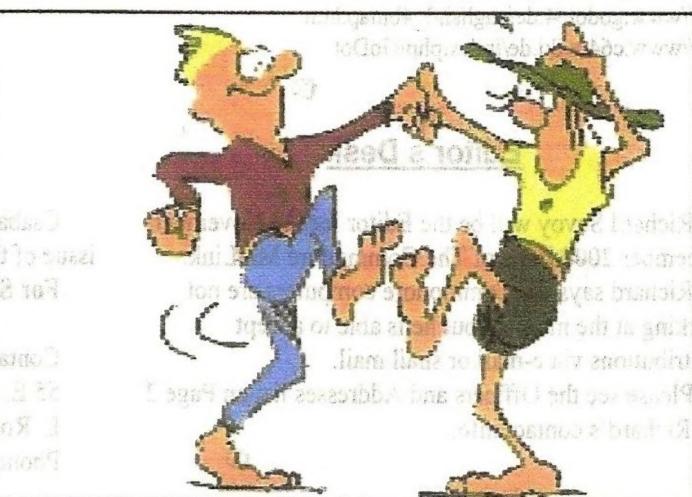


Figure 5 (below) - Flip or Mirror an entire image or just the small portion taken up by the GoDot signature.

How to GoDot

Look at the image with the tree in it (Figure 4) to see an example of the Flip function. In order to have a smooth transition (Gradient) between the tree and the writing in the background and also the alpha channel were created using Flip. [Editor's Note: Arndt tells me that 'the alpha channel' is a term used in image processing that means 'combining two pictures with a smooth transition between them'. GoDot handles this easily.]

With UpsideDown you turn an image (or a clip if selected) head over heels, which means a complete rotation of 180°.

When I apply my signature to images I want to publish, I use a predefined clip image of 5x1 cards like in the dancers' picture (lower left corner of Figure 5). In cases where I have to flip or mirror a whole image which already has a signature in it I can always correct the signature by applying Flip&Mirror to just the signature.

Arndt Dittke

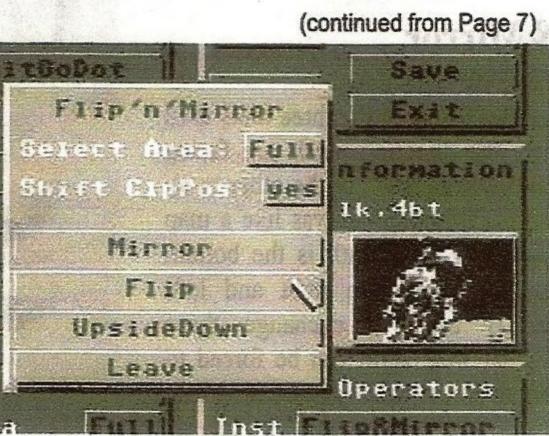
Editor's Note: If you want to see more GoDot images & learn more check these sites:
http://www.godot64.de/english/l_4bmap.htm
<http://www.c64-wiki.de/index.php/GoDot>

Editor's Desk

Richard Savoy will be the Editor for the November/December 2008 issue of The Commodore MaiLink.

Richard says his Commodore computers are not working at the moment but he is able to accept contributions via e-mail or snail mail.

Please see the Officers and Addresses list on Page 2 for Richard's contact info.



(continued from Page 7)

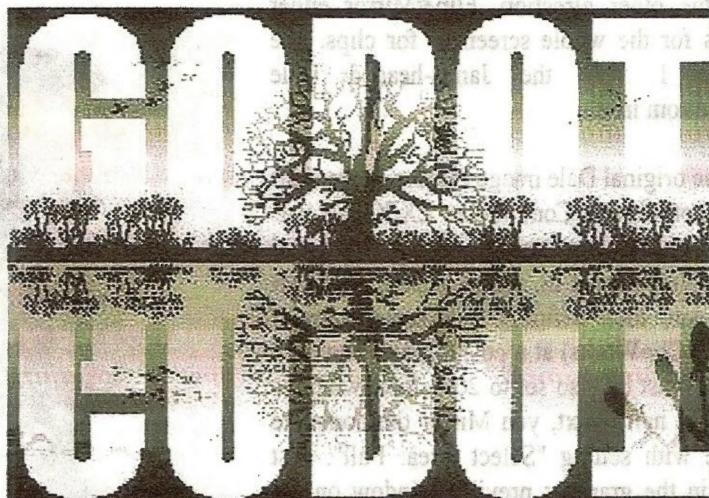


Figure 4 - end result - AMAZING!!

Csaba Csaszar asked that this notice be placed in this issue of the MaiLink.

For Sale: CMD 40 MB Hard Drive

Contact Mr. Csaba Csaszar with your offer.
55 E. Lake Terrace, L. Ronkonkoma, NY, U.S.A., 11779-2708
Phone (631) 588-3301

Words With Nigel Parker

An Interview with Nigel Parker - Publisher of Commodore Free the online Commodore magazine available at <http://commodorefree.com/>

Nigel, Thanks for offering to answer some questions for members of Meeting 64/128 Users Through the Mail User Group (MUTTM). This interview will appear in the Sept/Oct 2008 issue of The MaiLink - the MUTTM Newsletter.

MUTTM - For starters, can you tell us a bit about yourself?

Nigel Parker (NP) - I am 40 years with a wife and 2 year old son, trained as a joiner/ carpenter but always wanted to work with computers, I persuaded my father to purchase a VIC 20 after going to my friends every night to play on their machine, ok I was no expert but we cobbled together a text adventure and a wallpaper estimator programme, the VIC was my lifeline as I was quite shy (I think this was more my feeling of myself maybe lacking confidence) the VIC gained me friends as I could talk about computers and according to them knew it all, I progressed to a Commodore 64 and later an Amiga 500, then I purchased an A4000 myself. I created a music tape on the A500 and so many people wanted a copy I sold it them and purchased the Amiga from the funds it was £2100 without screen. I didn't like the 4000 as it wasn't what Commodore promised. The C64 and VIC and A500 I still own and use.

MUTTM - Where do you live?

NP - I live in the United Kingdom in Lancashire - it's sort of midway between Preston and Manchester; it's fairly scenic if you look in the right places.

MUTTM - What do you do for a living?

NP - Now I work for a large manufacturer as a "systems engineer" looking after 350 PC's and about 24 windows servers. I am qualified as an MCSE (Microsoft Certified Systems Engineer). I think that's

enough history.

MUTTM - What hobbies do you have? (or do you have time for hobbies?)

NP - Having a young son is my main hobby. I like to keep fit, yoga, pilates, running. I am no fanatic but I think it's good to keep fit so I can keep up with my son especially as he grows.

MUTTM - You have stated that the reason you started producing Commodore Free (CF) was due to the demise of Alan Bairstow's excellent Commodore Scene (CS) publication. Without digging out my CS collection how much were you involved with CS?

NP - Correct. I liked Commodore Scene and Alan put together a good magazine, I wrote only a small number of articles and that was mainly in the last few years of the magazine. I always thought that I was the only Commodore 64 user left in the world. I knew of no one that still played with the C64. I used GEOS and played games on the machine. I was on a training course in 1999 and we had internet access; we were looking at search engines so I typed 'commodore 64'. WOW, there were hundreds of people who still loved the machine, that's when I found Commodore Scene and it was still active.

MUTTM - You've been publishing CF for two years now and have put out 20 issues as of July 2008. How much longer do you see yourself doing this?

NP - Well it's hard work. I must thank Al Jackson for the work he does on the disk version converting the text. I really don't have time to produce the magazine as is, never mind convert text. I often just glance over articles instead of proof reading but I don't have the time, it's really just me I try to pry articles out of people but it's difficult sometimes, things are changing though and you will read about the changes in the magazine. I have been trying to create a U.K. Commodore club. It looks like this will

Words With Nigel Parker

(continued from Page 9)

start soon - the first meeting is on the 26th of July 2008 so I expect it's already past now. Shaun posted a message on c64.com this will have a FULL issue of Commodore Free. The Free version will become a lite version with around 15-20 pages - the full version will be 30 pages, at this time though it's still undecided what will fully happen.

MUTTM - Are you happy with the reception that CF has gotten? In Issue 4 you reported that 300 downloads had occurred for Issue 3. In Issue 18 you list 1358 downloads of CF Issue 16. Is this latter number the typical number of downloads for each issue?

NP - Yes I was amazed at 300 downloads and over 1 thousand is truly fantastic no one has said it's rubbish so I presume it must be half decent, I verified the figures with my Internet host and they gave me a listing of downloads - they were all unique addresses, some people seem to download very thing, disk image, PDF, html, etc some just go for the version



they need and that's fine.

MUTTM - Most issues of CF are close to, or over, 30 pages. Are you getting enough contributions now?

NP - Contributions, I don't really get any; Lord Ronin has given me 12 articles, other than that it's really just pestering people for interviews and writing reviews myself. As I said I don't have the time really. Richard Bayliss has given me permission to reprint some articles on DMC and Machine code programming. Dave Moorman (Mr Loadstar) started a BASIC to machine code programming course where you learn the beginnings of BASIC then move on to writing a game, then the game gets more technical and eventually ends up written out in machine code. I think it ran for 2 articles but I know Dave is busy with other projects and so can't finish the tutorial (sadly). News and articles are very welcome - please contact

Words With Nigel Parker

(continued from Page 10)

me.

MUTTM - What restrictions have you placed on distribution of CF? I ask because a large number of MUTTM members don't have internetaccess and get their news from the MUTTM group. The group puts out a disk of the month. Would it be OK to distribute the text based version of CF on the MUTTM Disk of the Month? (Note: I don't put out the disk and am not sure if there is space or desire to include it - just asking).

NP - Restrictions are none - it's free as long as no charge is made (except to cover your own costs for the disk cost etc). I know there was a group selling the magazine for profit, this annoyed me and I nearly stopped production, but I think this has stopped - that's why I used the FREE in Commodore FREE.

MUTTM - What computer hardware and software do you use to produce CF?

NP - Ahhh, you're going to be upset, I started fully using GEOS and Wheels but I don't have the time to devote, add to that I am working and have a young son and a life of my own and you quickly end up using whatever is at hand. An Apple Mac / an Amiga / a Commodore 64, whatever; sometimes even just pen and paper roughing out ideas. It's produced in Microsoft Word on a PC mainly for speed, I presume people guessed from the layout. It's also easy to then convert the text to other formats, but if the changes happen and the magazine goes lite, Wheels and PostPrint will be resurrected.

MUTTM - What is your favorite Commodore computer and what do you use it for?

NP - It's the Commodore 64, I used to think it was the Amiga. Hmmmm, maybe it's both the Amiga and 64; yep equal favourite. I spent hours reading the manuals for the Amiga, I read them all 3 times before even switching it on but I think Commodore lost the plot with the A4000 and the 600 should never have been released. I always wanted an Amiga A3000 - that was THE machine.

MUTTM - Do you do any programming or are you mostly a computer user?

NP - I am mainly a user, I don't really program. I have lots of programming books, I can make the letter A fly across the screen in machine code but at the moment little else. I can dabble in BASIC and did a training course on BASIC and COBOL but I wouldn't call myself a programmer.

MUTTM - What is your main Commodore computer system setup like? Have you added some interesting hardware to it?

NP - I have a C64 and 128D with SCPU and Ramlink, a CMD hard disk, CMD floppy drive, and a 1581 and 1541. I have an old PC with 64HDD from Nick Coplin. It's the C64 that gets the most use. I have various hardware like the Retro Replay, Action Replay, and ultimate 1541. I love the DC2N - a project to use tape files on SD cards. I have a Laser Printer for output from Wheels, various music related hardware - it would take quite some time to list everything.

MUTTM - You have interviewed a lot of people in the past two years. Which interview was the most fun for you?

NP - Gosh that's difficult I know some of the worst ones, where you just get a reply like 'YES' so you may ask the question -

QUESTION = Was designing the hardware a long process and did you encounter any problems with the hardware design.

ANSWER = Yes.

Ok, it was maybe my questioning but I would have thought a more expanded answer would have worked better.

MUTTM - Have you learned a lot of new things about the potential in the C= computers through the

Announcing 64JPX!

Nick Coplin, author of 64HDD, has announced a potential new product and is soliciting feedback to gauge interest and the feasibility of continuing to make a commercial product.

He has a web site up at <http://www.casylvilla.com/64hdd/64jpxform.html> with lots of further information but for those without internet access some info from the web is listed below.

64JPX - JoyPad eXpander

for Commodore and Atari compatible systems

OVERVIEW

64JPX is a small interface (see bottom right of the front cover of this issue) designed to rejuvenise the way with which you play your favourite games on the Commodore or Atari system.

Whilst joysticks were all the rage in the 70s and 80s, the 1990s saw a move towards joypad style controllers with more buttons and ergonomic feel. 64JPX not only allows you to safely connect Sega Genesis/MegaDrive 3 and 6 button controllers to your retro system, it enhances game play with a number of on-the-fly selectable play modes.

64JPX will give your favourite old games a new lease on life, and may actually make you play better!

Note: an SNES version of 64JPX is also under development.

FEATURES

- * Simple to use plug-in smart interface
- * Safely connect Sega MegaDrive/Genesis 3 and 6 button joypad, and other controllers
- * Enhances game play with a number of on-the-fly selectable gaming enhancement modes
- * Works out-of-the-box with Commodore, Atari and other compatible systems

CONNECTIVITY:

- * Provides diode protection to Commodore and Atari systems
- * Provides signal conversion from Sega joypads
- * (via adaptors) Provides connection to other controllers such as PC Wheels, flight yokes, 8-button joypads, and more...

Target pricing is US\$15-25.



Words With Nigel Parker

(continued from Page 11)

material you have gathered for issues of CF?

NP - Yes, I thought the machine was now up to its limits then hardware comes out that expands on this, even the stock machine can do things that a few years ago were thought impossible. OK, you can add an accelerator and make the thing run at 20 Mhz but what about 30 40 or 50 Mhz. Some people like to utilize the stock machine as is and try to push it further and further. Some expand it to its limits so really it's not a c64 it's a new machine. I like trying both ideas, there is still life left in the machine and still undiscovered miracles, I think we will see bigger and better developments. I wanted something to archive tapes into a digital format. I used software to do this but it's clumsy and doesn't result in clean images. Now we

have the DC2N - something I was told was impossible but it will even play back TAP files like they were real tapes - a truly amazing piece of hardware. The ultimate 1541 is still being worked on - I heard something about adding a network card to the design.

It's like I am 15 years old again waiting for the next exciting piece of hardware - you don't get that buzz from a PC or Apple Mac machine.

MUTTM - Thank You for your time and answers Nigel. Hopefully this will enlighten some of the membership of MUTTM and they will check out your excellent Commodore FREE publication.



I Want My CMD

In the September 2007 MaiLink issue an article by Ken Barsky (editor of the MaiLink on Disk) contained a scathing indictment of the business practices of Maurice Randall of Click Here Software. Ken explained that he had sent an FD-2000 disk drive to Maurice for repair and had been without it since February.

Ken also mentioned that Rob Snyder had paid for a CMD Hard Drive 5 1/2 years ago and still hadn't received it and that he knew a lady who had sent in her C-128 for a JiffyDOS install and had got nothing in return.

In light of the article by Ken and the fact he knows of two other people who have been burned by Click Here Software I thought I would print this information which I received in two e-mails earlier this year. Perhaps, if Ken, Rob, and the lady are not among the twelve who did respond to Leif this will spur them on to sending him a response.

I will say here that I was one of the twelve having paid for a SuperCPU128 with SuperRAMCard on Feb 2, 2003 after being told there was a 6-8 week wait for delivery. It will soon be 6 years.

If you have been on the wrong end of a deal with Click Here Software please respond to Leif as requested in the messages that follow. If you don't have e-mail then feel free to send your responses to me via Snail Mail and I will forward them on to Leif.

Bruce Thomas

From: "Andrew Wiskow" <wiskow@gmail.com>
To: "Homestead" <homestead@videocam.net.au>
Sent: Thursday, February 07, 2008 1:09 PM
Subject: Homestead CMD SW/HW purchases/repairs
Questionnaire

Leif Bloomquist posted the following message on Lemon64. It appears that he's attempting to compile a list of people who have had negative dealings with Maurice Randall. Since I know that several people on this list have had such dealings, I thought it'd be appropriate to copy Leif's message here in the interest

of compiling an accurate list. OK... Here goes:

I apologize for bringing up a potentially sore subject, but I was hoping I could ask a favor of the community:

1) Please reply to the email address cbmhardware@gmail.com directly.

Another CMD/Click Here bashing thread is not the intention.

2) Any and all information is voluntary. Although I do not intend to do so, please don't send me anything you would not want published or otherwise distributed.

3) If you have items in for repair with Click Here Software (that have not been returned), I'd appreciate knowing: Brief description of item or items (I don't need to know number of partitions on your HD or what it was used for; CMD-HD-40 will suffice). Brief description of repair. When were the items sent away (month and year is fine). Dates of calls/emails/letters sent, if any. One sentence summary of intent would be nice, but not required (You may forward emails if you wish, but do so at your own discretion). Dates of any responses, and a one sentence summary of response would be nice. Were you charged for the repair? Approximate amount?

4) Did you order and pay for HW or SW, it/they have not been delivered, and the funds have not been refunded? If so, I'd appreciate knowing: Brief description of item or items. Dates of calls/emails/letters sent, if any. One sentence summary of intent would be nice, but not required (You may forward emails if you wish, but do so at your own discretion). Dates of any responses, and a one sentence summary of response would be nice. Approximate total of purchase.

5) Have you recently (last 6 months) received a repaired item or a SW/HW purchase? Item? When

Connecting Online

On 5/29/08, linda tanner wrote:

A Commodore friend asked me about all the ways to connect with other C= users online. I told him about the Homestead list, and I'm aware there are bulletin boards and other resources out there, but I don't have the specifics. [subscribe to the Homestead list at <http://lists.videocam.net.au/mailman/listinfo/homestead>]

Can anyone give me any info, or point me in the direction that will help me help this guy out?

Thanks, Linda

On 5/30/08 Al Jackson replied with:

The Sysop of "Cottonwood BBS" is Andrew Wiskow - wiskow@gmail.com

And of course, "THE VILLAGE BBS" operated by Lord Ronin - lordronin@vcsweb.com

He might also contact Robert Bernardo for world wide C= contacts - rbernardo@iglou.com

New e-mail Address

Linda Tanner, our illustrious Vice-President, writes that she has a new e-mail address effective August 15, 2008.

You can send e-mail to Linda at Linda2Linda@yahoo.com

I Want My CMD

(continued from Page 13)

ordered/sent? When received?

6) If you are not in those categories, I'd appreciate reposting in relevant forums with this reply address: cbmhardware@gmail.com

7) If you don't have much time, I'd appreciate what you can send ASAP in lieu of a complete accounting.

I know there are other categories of folks (bought and transaction cancelled, delayed delivery, etc.), but I'm only interested in folks who are in the above two categories.

I'd appreciate if folks could keep the conspiracy theories and nefarious thoughts down to a simmer. I'm mainly interested in the gravity of the situation and the duration. If the information has already been compiled, please feel free to point me in the right direction.

On Fri, Jun 6, 2008 at 9:09 PM, CBM Hardware <cbmhardware@gmail.com> wrote:

I want to belatedly thank each of you for providing

your information concerning past and current dealings with Click Here Software and the issues you face.

Truthfully, other priorities forced me to step away from this research. However, I felt the additional time would provide more opportunity for responses.

Sadly, save the 12 respondents (thanks to each of you), nothing has been received. While I do not want to trivialize your issues, I was hoping the sheer volume would provide ammunition for additional action.

At this point, I am afraid it will be difficult to proceed further. It is possible that my request did not travel far enough on the Internet. Maybe, if each of you publicize the request again in the forums and lists you frequent, I will receive more responses.

Simply put, I feel we need a volume of issues to bring change.

In any event, thanks for your information. I am still trying to chat with Mark Fellows about the issue, but even he needs a certain volume of issues to become involved.

CommVEx V4.0

Commodore Enthusiasts in Las Vegas
by Yul Haasman

(This is the first contribution I have submitted to a Commodore-related publication, and I do it, enjoying every moment of its creation).

I have been for years hoping to do more with my Commodores, but what I have done has left me nice memories. This latest CommVEx V4.0 in Vegas was no exception. This time there was no Jeri Ellsworth skating on wheels, nor a Pontiac Aztec packed with 11 attendees going back to the plaza after seeing the roller girls crash on the track, but this time we had something that I had not seen before (which is in no particular order...).

We were able to hear by telephone an interview with Bil Herd and Andy Finkel. Great memories, questions and answers... over an hour and a half long... great... Jack Tramiel was a subject in the conversation... Robert Bernardo recorded it so it could be made available.

Dave Moorman showed us something about machine language (DotBasic); I've retained only a small percentage of the content; I was daydreaming probably.

Josh Shiflet showed us the Ultimate 1541 Plus, a device which will change the playing field for the Commodore universe. Now we can have hundreds of floppies in a small card that you attach to one of the ports. Great! We were a lucky few to hear Josh's presentation and comments from the audience.

And then, out of the blue, Michael Battilana from Italy gives us his presentation of the Amiga Forever DVD -- another stepping stone for Amiga -- an emulator that allows you to use the Amiga from the PC or the Mac.

I promised a presentation and barely managed to keep my promise, because I was saved by the generous participation of Al Jackson, President of the 5C's, who demo'd the midi interface and music

program. The audience had to endure one of my songs, "atuneros de Ensenada" (translated to English as "One Thousand Tons of Tuna").

Justin Pope showed us the capabilities of the Amiga Toaster, and we enjoyed looking at our pictures transformed by color and other functions.

And Dick Estel shared with us his work on GEOS fonts.... Am I missing a presentation? I don't think so, and of course, Robert Bernardo showed us his videos and how he made those. Do I have to mention that he has been like the core engine for CommVEx? I am glad to see him solving technical and logistic problems.

Paul Armstrong was there and also Connor Krantz with his dad. The boy, Connor, brings the freshest blood to the meetings, and he picks the tickets for the raffle. Also there, Justin's wife, Dave's wife, and Keith Henrickson who won the SX64 and resisted the temptation of a \$150.00 offer for it. Brian Lehman from Orange County won the 128D.

But no matter how many or how few days, I personally had a great immersion in the Commodore universe. Two days of listening, reading about, and playing with the machines I have loved for so long without regrets, because it feels good, and it is good. Money matters not many times in life, and this is one of those times. Why do I say that? Because I want to, and I want to share it with all of those who could not come. Was this CommVEx V4.0 a memorable experience for those there, and did we make history as we have been doing for years? Yes. A resounding yes.

Would you like to see dozens of our friends who could not attend this time come to the next CommVEx? You bet. I love creating and living what will be history, memories and anecdotes. That's why I wrote this fresh, after it just happened. In this writing of mine, I don't apologize for a lack of perfection, since that is a given. I compensate with good feelings which abound. So, I am more than ready for CommVEx V5.0.

CommVEx V4.0

(continued from Page 15)

Editor's Notes: CommVEx V4.0 was held in Las Vegas, NV on July 26 and 27, 2008.

Start making plans now since CommVEx v5 is set for July 25-26, 2009 at the Plaza Hotel & Casino in Las Vegas.

Also, it needs to be noted that Yul was the winner of the Gold C-128 system at the first CommVEx in 2005.



Connor Krantz gets busy with a joystick at CommVEx



A 1551 Drive - REALLY!!



Dave & Sheri Moorman with Cameron Kaiser



Yul Haasman
Author and Musician

Commodore Computer Club (UK)

Thank-you for your enquiry about the Commodore Computer Club. [logo on front cover]

At the moment, a steering group has been set up to discuss the club. Nothing has been formalised yet, and won't be until after our first meeting on 26th July 2008. Formal membership is expected to start from 1st August 2008. All members will have to pay a fee to join, which will mean the club will be owned by its' members from then.

Please feel free to join our forums over at www.CommodoreComputerClub.co.uk

Regards,
Nigel Parker
Acting club treasurer.

You have received this email because you have enquired about, or are a member of, the Commodore Computer Club (UK).

The information contained herein and any attachments may contain confidential or sensitive material, and is solely for the use of the intended recipient(s).

If you have received this email in error, please notify the sender immediately and delete it.

You must not use, retain or disclose any information contained herein without expressed permission.

Any views or opinions expressed are solely those of the sender and do not necessarily represent those of the Commodore Computer Club (UK).

The Commodore Computer Club (UK) does not guarantee that this email or any attachments are free from viruses or secure.

Unless expressly stated, this email is not intended to form a binding contract.

If this email contains defamatory or abusive material, please take a screen grab of it and contact one of the moderators on our forums - www.CommodoreComputerClub.co.uk.

NetRacer

Leif Bloomquist writes "The world's first Commodore 64 LAN party was held at the Cincinnati Commodore Computer Club 2008 Expo last weekend, where the new multiplayer C64 game NetRacer was unveiled. The setup consists of up to eight Commodore 64s with Ethernet cartridges and a central server written in Java running on a PC. The game is also playable over the Internet."

see - <http://home.ica.net/~leifb/commodore/racer/>
(also see lower left corner of the front page)

The above message was posted on SlashDot.org on July 6, 2008 but there is much more info available about the game by following the link above. Leif has posted a PowerPoint presentation (as presented at the C4 Expo) that outlines the features of the game, how it was created and who was involved.

The game is like other racing games for the 64 with the one HUGE exception in that it is playable over a network with all players (max. 8 due to sprite limitation) playing on their own computer. As you travel around the track you would see the other players as you pass each other. Colliding with other players or the edge of the track inflicts damage on your car and slows it down. Completing laps around the track repairs the damage.

The computers in the game transmit their position to the central server that is used to control the game. The server keeps each players' computer informed as to which sprites to display based on the position of the players around the track.

There are plans to add more features to the game such as weapons or other obstacles on the course. Ideally, they would like to build a full-scale MMORG (Massive Multiplayer Online Racing Game) for the C-64 similar to Ultima.

Editor's Note: If you've never been to a Commodore EXPO this is one of the reasons to make plans to attend one. At this stage of the life of the Commodore 64 computer it is amazing to see people still coming out with such great applications. And seeing the demo live and in person is ideal!

Nuts & Bolts

And here we are at the last article in this month's MaiLink Newsletter. I sincerely hope you have enjoyed reading it and learned a thing or two from the articles. This whole exercise is the result of the GEOSGenie column in the January 2008 MaiLink.

When I read Jane's column I knew I had to write an article about my process for converting documents from my Commodore (PC=) to my PC. As I worked on this newsletter it became obvious that I wanted to write about the process I use for copying documents from my PC to my PC= since that is what I had to do with most of the articles in this issue. Hopefully I can fit all of this into the remaining space or I'll have to write something up for another issue.

There should always be interest in how each MaiLink issue is put together as this provides insight into how other people use their Commodore computers and may inspire you to try some new things with yours. Helping each other grow in knowledge and skills is a big part of a User Group and this group is no different - we just don't meet face to face. I know Jane has learned new things to do with her Commodore from our dealings over the creation of this issue (and we both had fun and have lots more to discuss about processes and GEOS and Laser Printers and...).

This issue was put together entirely on my Commodore computers. I use a C-128D and a C-64C and both systems are fairly loaded with accessories.

As mentioned, most of the documents were e-mailed to me or were things I got off the Internet using my PC. To move them to my PC= I first saved them as Windows Text Files (file1.txt, file2.txt, ...) and saved them to a PC formatted 3.5" disk. This disk was then inserted into the FD-2000 disk drive connected to my C-64 and the file was copied to a Wheels disk using geoDOS (using the 1:1 copy option).

I would then copy the file to a Commodore formatted 3.5" disk on the same FD-2000. This disk was then moved over to the FD-2000 disk drive attached to my C-128D. I would then use The Write Stuff (TWS) 128 word processor to convert the files as outlined in the following procedure.

TWS 128 procedure

- Load TWS 128 (from my HD drive #11)
- CTRL Shift-D (to select data drive - for me this is Drive #10 - device A - my FD-2000)
- Up-Arrow for menu
- move right in the menu to select "\$" (disk directory)
- once the directory is loaded hold the CTRL key and use the Up/Down cursor keys to move through the list til I have the cursor beside the file I want to load.
- While still holding the CTRL key press Return to load the file.

Nuts & Bolts

(continued from Page 17)

Once the file loads I am given the choice to select the type of file (Code Type) of either PET ASCII, True ASCII, or Screen Code. Since I imported this as a PC formatted TEXT file I want to select True ASCII with the cursor right key and then press Return to perform the translation.

Once the text is translated another prompt appears asking if I want to "Strip extra RETURN marks? No Yes". This feature of The Write Stuff allows me to remove multiple linefeeds between sections of text. This is a very handy feature and one of the reasons TWS is part of my process. However, I always answer 'No' to this prompt at this time by pressing the Return key.

More often than not when I import a PC text file into TWS it has extra Return marks but it also has many reverse field Return marks. These characters can easily be removed by using another feature of TWS.

Move to the menu with the up-arrow key and select Find and then choose "Search & Replace" and search from the start of the text. What I want to search for is the reverse arrow character. This is done by pressing and releasing the CTRL key and then pressing the back-arrow key (top left corner of the keyboard). A reverse back-arrow will appear in the "Search for:" line so now press the Return key.

At the "Replace with:" prompt I just hit the Return key again as I just want to remove these characters from the file and don't want to replace them with anything.

TWS will scan through the file and replace the reverse back-arrows with nothing which leaves me with a cleaner file. Sometimes, the file I have imported was formatted so that each line has a linefeed at the end of it. This is when I now want to strip the extra Return marks from the file.

To strip the extra Return marks I press and release the CTRL key and then press Shift-0 (shift key and zero key) at the same time. This will result in the prompt to strip the extra Return marks being presented at the top of the screen again. Answer Yes and the file will be cleaned up even further. Press the Up-Arrow key for the menu and then save the file in TWS format.

If I am converting a number of files at the same time I can import another file into TWS after saving the one I have just worked on. For the import process to work properly I must be at the top of the file when I load the new file in or the new file will be appended to whatever is in memory rather than overwriting what is in memory. To ensure that the next file over-writes the current file I press the CLR/HOME key twice to move the cursor to the top of the file in TWS then load the new file using the directory method listed previously.

If all I wanted to do was get the file into Commodore format I am done. Since I want to get the file into GEOS format to use in geoPublish I have some more work to do.

To import into GEOS format

After saving the files with TWS I need to import them into geoWrite format so I can use them in geoPublish. This is a simple two-step process using programs available in GEOS.

I first boot GEOS (or Wheels as the case may be) and copy the saved TWS files to a GEOS disk. I also copy over the Text Grabber program and the Text Grabber "Generic 1 Form" template. To make things easier I have saved a copy of the "Generic 1 Form" template as "TWS Form" so I know which template I need to use.

Start up Text Grabber, highlight the Form you want to use and press the Open button. The next dialog box lets us choose the TWS file we will convert to GEOS format. Choose one and press the Open button. Enter an appropriate name for the converted file and press the Return key. I always answer 'Yes' to view the conversion on screen as it happens as that reassures me that I am using the right template. Once the file is converted click OK in the success dialog box.

Since I have more files to convert the process starts again with me having to choose the template and clicking the Open button. Once I have converted all of the files I can click on the Quit button on the "choose word processor" dialog box.

Now I want to format the files with a font type and size and margin settings. To make this easier I have saved a number of text scraps into a Text Album that I can access using the Text Manager program.

I will be using 12 point Roma font for the documents and have copied the appropriate scrap from my text album. Upon running Toolkit, another great GEOS program that you must have in your library to make tasks such as this easy, I first click the Ruler button. The next dialog box asks me to choose the file I want to work on. Selecting a geoWrite file and pressing the Open button lets Toolkit work its wonder.

Unfortunately, the Toolkit program was not created in such a way as to let it perform multiple tasks. Once it changes the margin settings the program ends and has to be restarted to do the next task. However cumbersome this is it sure beats manually changing the files.

Run Toolkit again and this time click the All Font button. Choose the same geoWrite file and press Open. Repeat this process for each file needing conversion. Once I have converted the margins and font settings in all of the documents start geoWrite and open the files one at a time.

There is a little glitch in the Text Grabber conversion process and every file begins with two characters ("*i") at the start of the first line. Once I open the file in geoWrite I delete these two characters and then I can use the files however I wish - in this case they will get imported into geoPublish.

I don't want to cram it any more so will have to write up the process of moving the files back for another issue.